

APPROPRIATION ORDINANCE 85-2

To Specially Appropriate From the Parks and Recreation Fund Expenditures  
Not Otherwise Appropriated by the City of Bloomington

WHEREAS, It has been determined that it is now necessary to appropriate more money than was appropriated in the annual budget, and

WHEREAS, Additional funds are available for appropriation through transfer from the Parks and Recreation Non-Reverting Operating Fund;

NOW, THEREFORE, BE IT HEREBY ORDAINED BY THE COMMON COUNCIL OF THE CITY OF BLOOMINGTON, MONROE COUNTY, INDIANA, THAT:

SECTION I. For the expenses of said municipal corporation, the following additional sums of money are hereby appropriated and ordered set apart from the fund herein named and for the purpose herein specified, subject to the laws governing the same:

PARKS AND RECREATION FUND	AMOUNT REQUESTED	AMOUNT GRANTED
#442 Parks General Fund Equipment Account	\$3308.00	
# 43 Capital Improvements Account	\$2543.00	
Total	\$5851.00	

SECTION II. This ordinance shall be in full force and effect from and after its passage by the Common Council and approval by the Mayor.

PASSED and ADOPTED by the Common Council of the City of Bloomington, Monroe County, Indiana, upon this 3 day of April, 1985.

Patricia A. Gross  
PATRICIA GROSS, President  
Bloomington Common Council

ATTEST:

Patricia Williams  
PATRICIA WILLIAMS, City Clerk

PRESENTED by me to the Mayor of the City of Bloomington, Monroe County, Indiana, upon this 4 day of April, 1985.

Patricia Williams  
PATRICIA WILLIAMS, City Clerk

SIGNED and APPROVED by me upon this 4 day of April, 1985.

Tomilea Allison  
TOMILEA ALLISON, Mayor  
City of Bloomington

SYNOPSIS

This ordinance appropriates additional funds to purchase miscellaneous items of equipment for the Parks Department; the total appropriation request is \$3308.00. In addition, funds are appropriated for the balance needed to complete the installation of a metal-halide lighting system for Lower Cascades Softball Complex.

Signed copies to  
Controller  
Parks + Rec  
Rodney Brown  
File